



TECMO™

GAME SOFTWARE

THE NEW &
LICENSED BY NINTENDO
FOR PLAY ON THE



ENTERTAINMENT
SYSTEM

TECMO'S KEY

TECMO™ SOLOMON'S KEY



INSTRUCTIONS

TECMO-40-1050

Thank you for selecting the fun-filled "SOLOMON'S KEY" game
set by TECMO, INC.

SAFETY PRECAUTIONS

Please take care to read the important instructions in this booklet. Obeying the steps for
safe instructions and complying with warnings will be your personal guarantee to prevent
game destruction over a long period of time.

- 1) Avoid exposing this high precision game set to extreme temperature variations and
temperature shock. Furthermore, avoid attempts to disassemble your game set.
- 2) Be careful touching electrical connections, and keep them dry by covering game set in pro-
tection storage case.
- 3) Use of chemicals, solvents, greases, acids and other cleaning agents can damage the
game set.
- 4) For best results, place the game a distance away from your television set.
- 5) Please use 10-15 minutes after 2 hours of most of continuous game playing. This will
extend the performance of your game set.
- * Please note that this game has been programmed to take advantage of the full screen.
Many older models have rounded corners and may block out a portion of the image.



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and Game Boy Advance logo are trademarks of Nintendo.



1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil &
suffered all. That changed when Solomon, a great king & magician, invented
a magical formula which he wrote inside a secret book, called "Solomon's
Key". This book directed and united every evil and demons into a constellation
sign which was hidden. "Solomon's Key" restored light and peace to the world.
Upon hearing this legend, a secret monk searched for a long period of time to
find "Solomon's Key". After locating the constellation sign, he discovers the
"Key". Once in his grasp many dreadful demons were freed from the magical
power of this book. The world was brought back to chaos and darkness. Every-
thing on earth was now under control by the demons just like the pre-creation
sign. King Yusef from the fairytale called "Lyras", ordered the wizard, Goro
to restore order back to the world.
Goro accepted this mission and stepped into the forbidden land of the "Con-
stellation Sign".

2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
- THIS GAME IS ONLY A 1-PLAYER GAME?



SELECT BUTTON

Not used

START BUTTON

Pressing this button starts the game (Power function). Pressing the start button during the game causes the game to be paused temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

• D-DIRECTION



*Always operation about village (not in another than in world in connected zone)

1. button: Start appearing/Disappearing from world (See page 8.)

2. button: Forward stage (See page 7.)

D-DIRECTION



In order to make the game in connected zone, press about the button and make it already.

A BUTTON USED FOR STONE

This button provides the appearance and the disappearance of the known color of stone. Whereas the white stones cannot be created and no stone is allowed to appear at the point of demand and.



1. Simply a stone is shown in the top right cell of the 3x3 grid.



2. When the magician shows the stone, it disappears. When the hand is moved to the 3x3 grid.



3. When the hand is moved to the 3x3 grid, the stone is shown in the top right cell of the 3x3 grid.



4. If you use the magic of the hand, the hand is moved to the 3x3 grid. The hand is moved to the 3x3 grid. The hand is moved to the 3x3 grid.



5. The hand is moved to the 3x3 grid. The hand is moved to the 3x3 grid. The hand is moved to the 3x3 grid.

B BUTTON (FIRE BALL MAGIC)

Pressing this B button causes a fiery fireball to be thrown. The enemy will be destroyed with flames and die.



1. A fireball is shown in the top right cell of the 3x3 grid.



2. A fireball is shown in the top right cell of the 3x3 grid.

3. The fireball is shown in the top right cell of the 3x3 grid. The fireball is shown in the top right cell of the 3x3 grid. The fireball is shown in the top right cell of the 3x3 grid.



3. HOW TO PLAY THE GAME

• CLEARING METHOD



The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dora can go to the next room. In some rooms, the key is hidden in a place.



• LIFE AND BONUS

You may think that all you have to do is to simply obtain Solomon's Key and go to play the next round? But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen. The "LIFE" displays refers to the remaining time of Dora. The constellation sign is full of magical powers which shorten Dora's life. Dora must succeed in order to free the fairies who will give you extra life and bonus!

Labels pointing to the top of the display screen:

- Dora's life
- The number of trapped fairies
- Player's score
- Partial score (total score of the level)



4. MAGIC ITEMS

There are 12 kinds of items. You can see each kind of item from the beginning. Other kinds of items are hidden in stores. And special kinds of items appear after being taken out and used. The enemy should also have other special kinds of magical items as well.



• Bottle of Magic
This is a magic bottle. It can be used to make a magic item.



• Magic Stone
This is a magic stone. It can be used to make a magic item.



• Magic Crystal
This is a magic crystal. It can be used to make a magic item.



• Magic Bottle
This is a magic bottle. It can be used to make a magic item.



• Magic Bottle
This is a magic bottle. It can be used to make a magic item.



• Magic Bottle
This is a magic bottle. It can be used to make a magic item.



• Magic Bottle
This is a magic bottle. It can be used to make a magic item.



• Magic Stone
This is a magic stone. It can be used to make a magic item.



• Magic Stone



• Magic Bottle
This is a magic bottle. It can be used to make a magic item.



Two hundred
thousand
gold pieces



One hundred
thousand
gold pieces



Four hundred
thousand
gold pieces

SECRETS

I ULTRA TECHNIQUES

There are a great number of techniques not introduced in this section yet. It's your turn to find your own unique techniques, some of the more of the special techniques if you promise not to tell anyone else that we talked your.

Example 1:
A technique for
finding the
location of a
hidden object
in a room.



Example 2:
A technique for
finding the
location of a
hidden object
in a room.



Example 3:
A technique for
finding the
location of a
hidden object
in a room.



5. DEMONS AMBUSHING DANA



Example 1:
A technique for
finding the
location of a
hidden object
in a room.

Example 2:
A technique for
finding the
location of a
hidden object
in a room.

Example 3:
A technique for
finding the
location of a
hidden object
in a room.

Example 4:
A technique for
finding the
location of a
hidden object
in a room.

Example 5:
A technique for
finding the
location of a
hidden object
in a room.

Example 6:
A technique for
finding the
location of a
hidden object
in a room.



• Ghost

It is said that a ghost is a spirit that has been trapped in a place, unable to move on. It is often said that a ghost is a person who has died and is now in a state of limbo, unable to move on to the next world.



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6. EPILOGUE

The conclusion signs are full of mystery. Follow some of them here, listed below.

Paraphrase

A reader says that the signifier is created by structure and that the signifier is the sign. It is said that the signifier is the sign.

Mystery of Gulliver's Bay

It is said that two pages for "Gulliver's Bay" and "Gulliver's Bay" were found and are presented below. If these two pages are not combined, they will contain a great deal of mystery. This mystery is an incredible influence upon the game that leads the way to the end. The mystery is an incredible influence upon the game that leads the way to the end.

The prince of all the series

The prince of all the series is said to be a person who is the prince of all the series. It is said that the prince of all the series is the prince of all the series. It is said that the prince of all the series is the prince of all the series.



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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Move the TVS with respect to the receiver.
- Move the TVS away from the receiver.
- Plug the TVS into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540. Order No. GSA GEN 503008-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak U.S. Badges for SOLOMON'S KEY and more! When you've collected a total 5 TECMO game pak U.S. Badges, you can stick them with the enclosed sticker and mail them in to TECMO in order to receive Special bonus offer -- It will be a gift you will love to share with your family and friends! For more information, contact the TECMO, Inc., "Consumer Service Center", 1 (800) 865-8868.

MAIL DIRECTLY TO THE TECMO, INC.
ADDRESS LABEL
STICKER



SEND TO:

TECMO, INC.
ATTN: 1 (800) 865-8868
OFFER 02 879

NOTE: You must write down your name and address on the enclosed card with these labels in the handwriting and mail together with STICKER OR LABEL, in order to receive a special gift package.

OFFICIAL U.S. BADGE

